

CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
 - 5 a plurality of different selection groups, each selection group including at least one ranked position and a plurality of the selection groups include a plurality of ranked positions;
 - a plurality of selections, each selection initially associated with one of said selection groups;
 - 10 a plurality of awards, each award associated with one of said positions;
 - a display device; and
 - a processor operable with said display device to:
 - (a) enable a player to pick at least one of said selections,
 - 15 (b) reveal the selection group that said picked selection is initially associated with,
 - (c) position each said picked selection at the lowest ranked unoccupied position of said selection group that said picked selection is initially associated with,
 - 20 (d) form an offer based on the award associated with the position of each of the picked selections,
 - (e) enable the player to accept or reject said offer,
 - (f) provide the offer to the player if the player accepts said offer,
 - (g) modify the associated selection group of at least one of the
 - 25 picked selections to a different one of said selection groups if the player rejects said offer, wherein at least one the picked selections is repositioned to the lowest ranked unoccupied position of said different selection group, and
 - (h) form a subsequent offer based on the award associated with the current occupied position of each of the picked selections if the player
 - 30 rejects said offer.

2. The gaming device of Claim 1, wherein each selection group includes a plurality of ranked positions.

3. The gaming device of Claim 1, wherein each selection group
5 includes the same number of ranked positions as selections initially associated with said group.

4. The gaming device of Claim 1, wherein the greater the rank of one of said positions, the greater the award associated with said position.
10

5. The gaming device of Claim 1, wherein the processor is operable to enable the player to pick a plurality of said selections.

6. The gaming device of Claim 1, wherein the processor is operable
15 to modify the associated selection group of a plurality of the picked selections if the player rejects said offer.

7. The gaming device of Claim 1, wherein the processor is operable to modify the associated selection group of each of the picked selections if the
20 player rejects said offer.

8. The gaming device of Claim 1, wherein the processor is operable to reveal the selection group associated with each non-picked selections.

9. A gaming device comprising:
a primary game operable upon a wager by a player;
a plurality of different selection groups, each selection group including at least one ranked position and at least one selection group including a plurality of ranked positions;
a plurality of selections, each selection initially associated with one of said selection groups;
a plurality of awards, each award associated with one of said positions; and
a triggering event associated with said primary game, wherein after an occurrence of said triggering event
- (a) the player can pick at least one of said selections,
(b) the selection group that said picked selection is initially associated with is revealed,
(c) each said picked selection is positioned at the lowest ranked unoccupied position of said selection group that said picked selection is initially associated with,
(d) an offer is formed based on the award associated with the position of each of the picked selections,
(e) the player can accept or reject said offer,
(f) the offer is provided to the player if the player accepts said offer, and
(g) the associated selection group of at least one of the picked selections is modified to a different one of said selection groups if the player rejects said offer, wherein the picked selection is repositioned to the lowest ranked unoccupied position of said different selection group and a subsequent offer is formed based on the award associated with the position of each of the picked selections after the modification of at least one of the picked selections.
10. The gaming device of Claim 9, wherein each selection group includes a plurality of ranked positions.

11. The gaming device of Claim 9, wherein each selection group includes the same number of ranked positions as selections initially associated with said group.

5 12. The gaming device of Claim 9, wherein the greater the rank of one of said positions, the greater the award associated with said position.

13. The gaming device of Claim 9, wherein the player is enabled to pick a plurality of said selections.

10

14. The gaming device of Claim 9, wherein the associated selection group of a plurality of the picked selections are modified if the player rejects said offer.

15 15. The gaming device of Claim 9, wherein the associated selection group of each of the picked selections is modified if the player rejects said offer.

20 16. The gaming device of Claim 9, wherein the selection group associated with each non-picked selections is revealed.

17. A gaming device comprising:
a plurality of different selection groups, each selection group including at least one ranked position and at least one selection group including a plurality of ranked positions;
5 a plurality of awards, each award associated with one of said positions;
a plurality of selections;
a display device; and
a processor operable with said display device to
10 (a) enable a player to pick at least one of said selections,
(b) associate each picked selection with a different ranked position of one of said selection groups,
(c) position each picked selection at the ranked position associated with said picked selection,
15 (d) form an offer based on the award associated with the ranked position of each of the picked selections,
(e) enable the player to accept or reject said offer,
(f) provide the offer to the player if the player accepts said offer,
20 (g) modify the selection group of at least one of the picked selections to a different one of said selection groups if the player rejects said offer, wherein the picked selection is repositioned to the lowest ranked available position of said different selection group, and
(h) form a subsequent offer based on the award associate
25 with the current occupied position of each of the picked selections if the player rejects said offer.

18. The gaming device of Claim 17, wherein each selection group includes a plurality of ranked positions.

30

19. The gaming device of Claim 17, wherein the greater the rank of one of said positions, the greater the award associated with said position.

20. The gaming device of Claim 17, wherein the processor is operable to enable the player to pick a plurality of said selections.

21. The gaming device of Claim 17, wherein the processor is
5 operable to modify the selection group of a plurality of the picked selections if the player rejects said offer.

22. The gaming device of Claim 17, wherein the processor is
operable to modify the selection group of each of the picked selections if the
10 player rejects said offer.

23. A gaming device comprising:
a primary game operable upon a wager by a player;
a plurality of different selection groups, each selection group
including at least one ranked position and at least one selection group
5 including a plurality of ranked positions;
a plurality of awards, each award associated with one of said
ranked positions;
a plurality of selections; and
a triggering event associated with said primary game, wherein
10 after an occurrence of said triggering event
(a) the player can pick at least one of said selections,
(b) each picked selection is associated with a different ranked
position of one of said selection groups,
(c) each picked selection is positioned at the ranked position
15 associated with said picked selection,
(c) an offer based on the award associated with the ranked
position of each of the picked selections is formed,
(d) the player can accept or reject said offer, and
(e) the selection group of at least one of the picked selections
20 is modified to a different one of said selection groups if the player rejects said
offer, wherein the picked selection is repositioned to the lowest ranked
available position of said different selection group and a subsequent offer is
formed based on the award associated with the ranked position of each of the
picked selections after the modification of at least one of the picked selections.

25

24. The gaming device of Claim 23, wherein each selection group
includes a plurality of ranked positions.

25. The gaming device of Claim 23, wherein the greater the rank of
30 one of said positions, the greater the award associated with said ranked
position.

26. The gaming device of Claim 23, wherein the player is enabled to pick a plurality of said selections.

27. The gaming device of Claim 23, wherein the selection group of a plurality of the picked selections are modified if the player rejects said offer.

28. The gaming device of Claim 23, wherein the associated selection group of each of the picked selections is modified if the player rejects said offer.

10

29. A gaming device comprising:
- a plurality of selection groups, each selection group including at least one ranked position and at least one selection group including a plurality of ranked positions;
 - 5 a plurality of selections, each selection initially associated with one of said selection groups;
 - a plurality of awards, each award associated with one of said positions;
 - a display device; and
 - 10 a processor operable with said display device to
 - (a) enable the player to pick at least one of said selections,
 - (b) reveal the selection group that said picked selection is initially associated with,
 - (c) position each said picked selection at the lowest ranked
 - 15 unoccupied position of said selection group that said picked selection is initially associated with,
 - (d) form an offer based on the award associated with the position of each of the picked selections,
 - (e) enable the player to accept or reject said offer,
 - 20 (f) provide the offer to the player if the player accepts said offer,
 - (g) modify the position of at least one of the picked selections to another unoccupied position if the player rejects said offer, and
 - (h) form a subsequent offer based on the award associated
 - 25 with the current occupied position of each of the picked selections.

30. The gaming device of Claim 29, wherein each selection group includes a plurality of ranked positions.

31. The gaming device of Claim 29, wherein the processor is operable to enable the player to pick at least one of said selections.

32. The gaming device of Claim 29, wherein the processor is operable to modify the ranked position of a plurality of the picked selections if the player rejects said offer.

5 33. The gaming device of Claim 29, wherein the processor is operable to modify the ranked positions of each of the picked selections if the player rejects said offer.

34. A gaming device comprising:
- a primary game operable upon a wager by a player;
 - a plurality of different selection groups, each selection group including at least one ranked position and at least one selection group including a plurality of ranked positions;
 - a plurality of selections, each selection initially associated with one of said selection groups;
 - a plurality of awards, each award associated with one of said positions; and
 - a triggering event associated with said primary game, wherein after an occurrence of said triggering event,
 - (a) the player is enabled to pick at least one of said selections,
 - (b) the selection group that said picked selection is initially associated with is revealed,
 - (c) each said picked selection is positioned at the lowest ranked unoccupied position of said selection group that said picked selection is initially associated with,
 - (d) an offer is formed based on the award associated with the position of each of the picked selections,
 - (e) the player is enabled to accept or reject said offer,
 - (f) the offer is provided to the player if the player accepts said offer, and
 - (g) the position of at least one of the picked selections is modified to another unoccupied position if the player rejects said offer and a subsequent offer is formed based on the award associated with the position of each of the picked selections after the modification of at least one of the picked selections.
35. The gaming device of Claim 34, wherein each selection group includes a plurality of ranked positions.

36. The gaming device of Claim 34, wherein the player is enabled to pick at least one of said selections.

37. The gaming device of Claim 34, wherein the ranked positions of
5 a plurality of the picked selections are modified if the player rejects said offer.

38. The gaming device of Claim 34, wherein the ranked position of each of the picked selections is modified if the player rejects said offer.

39. A method of operating a gaming device, said method comprising:

(a) enabling a player to pick at least one of a plurality of selections, wherein each of said selections is initially associated with one of a plurality of
5 different selections groups;

(b) positioning each picked selection at the lowest ranked available position of the selection group that said picked selection is initially associated with wherein said ranked position is associated with an award;

(c) forming an initial offer based on the award associated with the
10 position of each of the picked selections;

(d) enabling the player to accept or reject the initial offer;

(e) providing the offer to the player if the player accepts the initial offer; and

(f) if the player rejects the initial offer:

15 (i) modifying the selection group of at least one of the picked selections to a different one of said selection groups;

(ii) repositioning the picked selection to the lowest ranked available position of the modified different selection group of the picked selection;

20 (iii) forming a subsequent offer based on the award associated with the current occupied position of each of the picked selections;

(iv) enabling the player to accept or reject said subsequent offer;

25 (v) providing the subsequent offer to the player if the player accepts the subsequent offer; and

(vi) repeating steps (i) to (v) if the player rejects said subsequent offer and said subsequent offer is not the last offer.

40. The method of Claim 39, which is provided to the player through
30 a data network.

41. The method of Claim 40, wherein the data network is an internet.

42. A method of operating a gaming device, said method comprising:

- (a) enabling a player to pick at least one of a plurality of selections, wherein each of said selections is initially associated with a ranked position of one of a plurality of different selection groups;
- (b) positioning each picked selection at the ranked position that said picked selection is initially associated with;
- (c) forming an initial offer based on an award associated with the position of each of the picked selections;
- (d) enabling the player to accept or reject the initial offer;
- (e) providing the offer to the player if the player accepts the initial offer; and
- (f) if the player rejects the initial offer:
 - (i) modifying the selection group of at least one of the picked selections to a different one of said selection groups;
 - (ii) repositioning the picked selection to the lowest ranked available position of the modified selection group of the picked selection;
 - (iii) forming a subsequent offer based on the award associated with the current occupied position of each of the picked selections;
 - (iv) enabling the player to accept or reject said subsequent offer;
 - (v) providing the subsequent offer to the player if the player accepts the subsequent offer; and
 - (vi) repeating steps (i) to (v) if the player rejects said subsequent offer and said subsequent offer is not the last offer.

43. The method of Claim 42, which is provided to the player through a data network.

44. The method of Claim 43, wherein the data network is an internet.

45. A method of operating a gaming device, said method comprising:

(a) enabling a player to pick at least one of a plurality of selections, wherein each of said selections is initially associated with one of a plurality of

5 selections groups;

(b) positioning each picked selection at the lowest ranked available position of the selection group that said picked selection is initially associated with wherein said ranked position is associated with an award;

(c) forming an initial offer based on the award associated with the
10 position of each of the picked selections;

(d) enabling the player to accept or reject the initial offer;

(e) providing the offer to the player if the player accepts the initial offer; and

(f) if the player rejects the initial offer:

15 (i) modifying the position of at least one of the picked selections to another unoccupied position;

(ii) forming a subsequent offer based on the award associated with the current occupied position of each of the picked selections;

(iii) enabling the player to accept or reject said subsequent
20 offer;

(iv) providing the subsequent offer to the player if the player accepts the subsequent offer; and

(v) repeating steps (i) to (iv) if the player rejects said subsequent offer and said subsequent offer is not the last offer.

25

46. The method of Claim 45, which is provided to the player through a data network.

47. The method of Claim 46, wherein the data network is an internet.